

CLAIMS

What is claimed is:

1. A gaming method, comprising:
effecting play of a base game
permitting a player of said base game to obtain at least one resource item during play of said base game; and
upon the occurrence of at least one predetermined event during play of said base game, providing the player with an option to begin play of a bonus event, said at least one resource item being useful for progressing through said bonus event.
2. The gaming method of claim 1, wherein said providing the player with said option to begin play of said bonus event comprises requiring the player to wager at least a minimum number of game credits or a minimum amount of money.
3. The gaming method of claim 1, wherein said providing the player with said option to begin play of said bonus event comprises permitting the player to continue playing said base game.
4. The gaming method of claim 3, wherein, in continuing to play said base game, the player is permitted to accumulate at least one additional resource item.
5. The gaming method of claim 1, further comprising, following entry into said bonus event, providing the player with an option to return to said base game.
6. The gaming method of claim 5, wherein said providing the player with said option to return to said base game comprises requiring the player to wager at least a minimum number of game credits or a minimum amount of money.
7. The gaming method of claim 5, wherein, upon returning to said base game, the player is permitted to accumulate at least one of additional game credit and at least one additional resource item.

16. A game, comprising:
at least one player marker;
a predetermined group of available resource items; and
at least one game field, passage of said at least one player marker through or beyond said at least one game field between being conditioned upon a player's presentation of at least one resource item that matches at least one resource item that has been a randomly selected from said predetermined group.

17. The game of claim 16, comprising a plurality of game fields, each game field of said plurality of game fields comprising a level of the game, passage of said at least one player marker from a first game field to a second game field being conditioned upon a player's presentation of said at least one resource item.

18. The game of claim 17, further comprising:
at least one award.

19. The game of claim 18, wherein said at least one award is positioned within said at least one game field.

20. The game of claim 18, wherein said at least one award is provided to the player upon successful completion of said at least one game field by presentation of at least one resource item that matches at least one resource item that has been a randomly selected from said predetermined group.

21. The game of claim 16, wherein said at least one game field comprises a plurality of sections.

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22. A gaming system comprising:
at least one processor programmed to:
effect play of a base game, said base game providing at least one opportunity to award a
player thereof with at least one resource item;
evaluate whether a prespecified event has occurred during said base game;
initiate play of a bonus event if said prespecified event has occurred, said bonus event
comprising at least one level in which a player is provided an opportunity to:
progress through said at least one game field;
progress to a next-higher level; or
receive at least one award
upon presenting said at least one resource item if said at least one resource item
matches at least one corresponding resource item that has been randomly selected
from a predetermined group of resource items;
memory associated with said at least one processor;
at least one input element in communication with said at least one processor; and
a display in communication with said at least one processor.

23. The gaming system of claim 22, wherein said bonus event comprises a plurality of
levels, passage of said at least one player marker from one level to the next level being
conditioned upon a player's presentation of said at least one resource item.

24. The gaming system of claim 22, wherein said at least one award is positioned
within said at least one game field.

25. The gaming system of claim 22, wherein said at least one award is provided to the player upon successful completion of said at least one level by presentation of at least one resource item that matches at least one resource item that has been a randomly selected from said predetermined group.

26. The gaming system of claim 22, wherein said at least one level comprises a plurality of sections.

27. The gaming system of claim 22, further comprising:
a communication element in communication with said at least one processor; and
a central controller at a location remote from a gaming terminal comprising said at least one processor, said at least one input element, said display, and said communication element, said central controller in communication with said at least one processor by way of said communication element.

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